



## **User Guide for Cisco Digital Media Player Device Manager 1.1**

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## Preface

**Revised: October 7, 2007**

*Cisco Digital Media System* is the collective name for a product family that consists of Cisco Digital Media Manager (DMM) appliances, Cisco Video Portal appliances, Cisco Digital Media Player (DMP) endpoints, Cisco Digital Media Encoder (DME) devices, and all associated software components.

This guide describes how to use Cisco Digital Media Player Device Manager 1.1 (DMPDM) software that is embedded on every Cisco Digital Media Player 4305G device.

The intended audience for this guide is systems or network administrators who install, configure, or troubleshoot DMP device hardware, and anyone who owns or uses fewer than three DMPs.



**Tip**

If you own more than three DMPs but do not understand why you should use DMM-DSM instead of DMPDM to manage a digital signage network, see [Understanding DMP Modes of Operation, page 5](#).

See [Cisco.com](http://Cisco.com) for related DMS and DMM user documentation.

## Document Conventions

This guide uses these text formatting conventions:

Item	Convention
Commands and keywords	<b>boldface</b> font
Variables for which you supply values	<i>italic</i> font
Displayed session and system information	<code>screen</code> font
Information you enter	<b>boldface screen</b> font
Variables you enter	<i>italic screen</i> font
Menu items and button names	<b>boldface</b> font
Selecting a menu item in paragraphs	<b>Option &gt; Network Preferences</b>
Selecting a menu item in tables	Option > Network Preferences



**Note**

Means *reader take note*. Notes contain helpful suggestions or references to material not covered in the publication.

**Caution**

Means *reader be careful*. In this situation, you might do something that could result in equipment damage or loss of data.

**Tip**

Means *the following information will help you solve a problem*. The tips information might not be troubleshooting or even an action, but could be useful information, similar to a Timesaver.

## Obtaining Documentation, Obtaining Support, and Security Guidelines

For information on obtaining documentation, obtaining support, providing documentation feedback, security guidelines, and also recommended aliases and general Cisco documents, see the monthly *What's New* in Cisco Product Documentation, which also lists all new and revised Cisco technical documentation, at:

<http://www.cisco.com/en/US/docs/general/whatsnew/whatsnew.html>



# CHAPTER 1

## Introduction

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**Revised October 7, 2007**

This guide describes how to use your DMP device and how to use the preinstalled DMPDM software. DMP devices can show networked digital video streams and multicast, high-quality MPEG video on any television receiver or monitor (NTSC, PAL, LCD, plasma, or VGA) that you attach.



**Tip**

To learn what other filetypes your DMP can render, see [Supported Filetypes in the Embedded Browser, page 1-6](#).

---

DMPDM helps you to deliver compelling digital media to one DMP display for many possible purposes:

- Marketing—Describe products and services directly to your in-store customers.
- Customer experience—Deliver entertainment and information to reduce perceived wait times.
- Messaging—Broadcast executive and internal communications in real time.
- Training—Deliver cost-effective, flexible training.
- Information—Deliver real-time schedules, news, and way-faring information where people need it.
- Advertising—Sell advertising time and space to third parties.
- Branding—Communicate about your brand consistently.

This guide assumes that you already completed the procedures in *Quick Start Guide for Cisco Digital Media Player 4305G* and therefore *all* of the following are true:

- Your DMP is connected to:
  - A network with a DHCP server.
  - A DMP display.
  - A 120V AC electrical socket.
- You already:
  - Checked the LEDs to confirm that your DMP has power and has obtained an IP address.
  - Learned what dynamic IP address the DHCP server assigned to your DMP.
  - Used your browser to log in to the DMPDM administrative account.
  - Used DMPDM to configure video output settings for the DMP display.
  - **(Optional)** Used DMPDM to identify the one trusted DMM appliance from which your DMP should accept centralized management instructions and file transfers.

If any of the preceding is not yet true for you, we recommend that you obtain *Quick Start Guide for Cisco Digital Media Player 4305G* and complete all of the procedures in it before you use this guide.

This introduction contains the following sections:

- [Environmental Tolerances and Safety Guidelines, page 1-2](#)
- [Understanding DMP Modes of Operation, page 1-5](#)
- [Supported Attributes for Digital Video, page 1-5](#)
- [Limited Support for MPEG-4, page 1-6](#)
- [Supported Attributes for Digital Audio, page 1-6](#)
- [Supported Filetypes in the Embedded Browser, page 1-6](#)
- [Understanding the Difference Between ‘Apply’ and ‘Save’, page 1-6](#)
- [Preconfiguring Your DMP To Run Without a Local DHCP Server, page 1-7](#)
- [Basic DMS Concepts and Vocabulary, page 1-9](#)

## Environmental Tolerances and Safety Guidelines



### Caution

Your DMP might malfunction or be severely damaged if the temperature drops too low or climbs too high at the physical location where you deploy it, or if other environmental tolerances are exceeded.

Table 1-1 describes environmental tolerance ranges for a DMP 4305G.

**Table 1-1 DMP 4305G Environmental Tolerance Ranges**

Environmental Characteristics	Tolerance Ranges and Levels			
Temperature, ambient	US Customary Unit		Modern Metric Unit	
	Minimum	Maximum	Minimum	Maximum
Operating, long-term or short-term	41°F	104°F	5°C	40°C
Nonoperating or storage	−4°F	140°F	−20°C	60°C
Humidity, relative (noncondensing; ambient)	Minimum		Maximum	
Operating, nonoperating, and storage	20 percent		85 percent	
Altitude (above sea level)	US Customary Unit		Modern Metric Unit	
	Minimum	Maximum	Minimum	Maximum
Operating, nonoperating, and storage	0 feet	13,780 feet	0 meters	4,200 meters



**Warning**

**The device is designed to work with TN power systems.**

**The power supply must be placed indoors.**

**Do not work on the system or connect or disconnect cables during periods of lightning activity.**

**Read the installation instructions before connecting the system to the power source.**

**This product relies on the building's installation for short-circuit (overcurrent) protection. Ensure that the protective device is rated not greater than: 120 VAC, 15A U.S. (240 VAC, 10A international)**

**The plug-socket combination must be accessible at all times, because it serves as the main disconnecting device.**

**To avoid electric shock, do not connect safety extra-low voltage (SELV) circuits to telephone-network voltage (TNV) circuits. LAN ports contain SELV circuits, and WAN ports contain TNV circuits. Some LAN and WAN ports both use RJ-45 connectors. Use caution when connecting cables.**

**Installation of the equipment must comply with local and national electrical codes.**

**This equipment is intended to be grounded. Ensure that the host is connected to an earth ground during normal use.**

**When installing the unit, always make the ground connection first and disconnect it last.**

**Ultimate disposal of this product should be handled according to all national laws and regulations.**

To reduce the risk of bodily injury, electrical shock, fire, and damage to the equipment, observe the following precautions.

- [General Precautions, page 1-3](#)
- [Protecting Against Electrostatic Discharge, page 1-4](#)

## General Precautions

Observe the following general precautions for using and working with your system:

- Observe and follow service markings. Do not service any Cisco product except as explained in your system documentation. Opening or removing covers that are marked with the triangular symbol with a lightning bolt may expose you to electrical shock. Components inside these compartments should be serviced only by an authorized service technician.
- If any of the following conditions occur, unplug the product from the electrical outlet and replace the part or contact your authorized service provider:
  - The power cable, extension cord, or plug is damaged.
  - An object has fallen into the product.
  - The product has been exposed to water.
  - The product has been dropped or damaged.
  - The product does not operate correctly when you follow the operating instructions.

- Keep your system components away from radiators and heat sources. Also, do not block cooling vents.
- Do not spill food or liquids on your system components, and never operate the product in a wet environment.
- Do not push any objects into the openings of your system components. Doing so can cause fire or electric shock by shorting out interior components.
- Use the product only with other Cisco-approved equipment.
- Allow the product to cool before removing covers or touching internal components.
- Use the correct external power source. Operate the product only from the type of power source indicated on the electrical ratings label. If you are not sure of the type of power source required, consult your service representative or local power company.
- Use only approved power cables. If you have not been provided with a power cable for your DMP or for any AC-powered option intended for your DMP, purchase a power cable that is approved for use in your country. The power cable must be rated for the product and for the voltage and current marked on the product's electrical ratings label. The voltage and current rating of the cable should be greater than the ratings marked on the product.
- To help prevent electric shock, plug the system components and peripheral power cables into properly grounded electrical outlets. These cables are equipped with three-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cord, use a three-wire cord with properly grounded plugs.
- Observe extension cord and power strip ratings. Make sure that the total ampere rating of all products plugged into the extension cord or power strip does not exceed 80 percent of the extension cord or power strip ampere ratings limit.
- Do not use appliance or voltage converters or kits sold for appliances with your product.
- To help protect your system components from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or uninterruptible power supply (UPS).
- Position cables and power cords carefully; route cables and the power cord and plug so that they cannot be stepped on or tripped over. Be sure that nothing rests on your system components' cables or power cord.
- Do not modify power cables or plugs. Consult a licensed electrician or your power company for site modifications. Always follow your local or national wiring rules.

## Protecting Against Electrostatic Discharge

Static electricity can harm delicate components inside a DMP. To prevent static damage, discharge static electricity from your body before you touch any electronic components. You can do so by touching an unpainted metal surface on the chassis.

You can also take the following steps to prevent damage from electrostatic discharge (ESD):

- When unpacking a static-sensitive component from its shipping carton, do not remove the component from the antistatic packing material until you are ready to install the component in your system. Just before unwrapping the antistatic packaging, be sure to discharge static electricity from your body.
- When transporting a sensitive component, first place it in an antistatic container or packaging.
- Handle all sensitive components in a static-safe area. If possible, use antistatic floor pads and workbench pads.

- Handle all sensitive components in a static-safe area. If possible, use antistatic floor pads and workbench pads.
- Handle the device carefully, holding it by its edges or its frame.
- Do not touch solder joints, pins, or exposed printed circuitry.
- Do not leave the device where others can handle and possibly damage the device.
- Take additional care when handling devices during cold weather, because heating reduces indoor humidity and increases static electricity.

## Understanding DMP Modes of Operation

You can use any DMP device in isolation, so that it operates independently of every other DMP, or you can combine multiple DMPs in a digital signage network. If you purchased more than three DMP devices, we recommend that you deploy them as endpoints in a digital signage network that you can manage centrally.

- If you deploy any DMP in isolation, you use DMPDM to configure the DMP and control every aspect of its daily operation.
- If you deploy your DMPs in a digital signage network, you use DMM-DSM to configure the DMPs and control most aspects of their daily operation. The centralized management features in DMM-DSM support many more options than DMPDM supports and can help you to reduce your administrative overhead if you manage multiple DMPs.

## Supported Attributes for Digital Video

We support the following attributes for digital video in this release.

- **Aspect ratios**
  - 4:3
  - 16:9
- **Video resolution**—High-definition (up to 1080 at 16:9), progressive or interlaced
- **Video data rate**—Up to 12 Mbps
- **Overall delay**—1-3 sec
- **Video codecs**
  - MPEG-1
  - MPEG-2—main profile, high level
  - MPEG-4 Part 2—advanced simple profile, level 5

## Limited Support for MPEG-4

DMP support for the MPEG-4 suite of standards does not extend to every possible aspect, entity, or variant of MPEG-4. We require explicitly that:

- You use the MPEG-4 Part 2 codec.
- Audio and video in your MPEG-4 files are multiplexed in an MPEG-2 transport stream.

## Supported Attributes for Digital Audio

We support the following attributes for digital audio in this release.

- Audio MPEG-1 Layers 1 and 2
- AAC (MPEG-4) Low Complexity
- AC-3 Compressed Audio
- Audio data rate: 64-320 kbps

## Supported Filetypes in the Embedded Browser

A version of the Mozilla browser is preinstalled on each DMP 4305G device. The DMP browser is based on Mozilla version 1.7.13 and supports JavaScript version 1.5.

The DMP browser can work with files of these types, but not with files of any other type:

- HTML
- TXT
- GIF
- JPEG
- PNG
- SWF (Flash 6 or Flash 7)

You cannot install browser plug-ins or any other software on your DMP, whether to support additional filetypes or for any other purpose. No Java Runtime Environment (JRE) is installed.

## Understanding the Difference Between ‘Apply’ and ‘Save’

The graphical user interface for DMPDM contains elements that help you to activate any change that you make, and it is important that you understand the difference between activating a change temporarily or doing so permanently.

- To confirm that you are satisfied with changes that you made to the values for a condition or setting, click **Apply**. After you click Apply, the changes take effect. However, the changes are temporary and the previously defined values for the pertinent condition or setting will return as soon as the next time that your DMP restarts.
- To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration**. When the Save Configuration page appears, you must click **Save**.

# Understanding Content Substitution (Failover)

If an HTTP status code of 404 or 500 prevents your DMP from obtaining the content that you scheduled it to show, your DMP has two stages for failover.

## Stage-One Failover

In stage-one failover, your DMP shows presentation assets that you uploaded to one of these locations:

- The SD memory card.
- An HTTP-accessible location that you specified in the Failover URL field (which is described in [Table 2-2 on page 2-4](#)).

The cumulative filesize of all assets in this presentation must not be any greater than:

- 900 MB on a DMP 4300G.
- 1.75 GB on a DMP 4305G.

For more information, see the “Developing Presentations and Templates for Signage” topic in Chapter 3 of *User Guide for Cisco Digital Media Manager 4.1* on Cisco.com.

## Stage-Two Failover

Your DMP enters stage-two failover and starts to play content that is stored in ROM, if:

- Your DMP is not able to play the presentation assets that you saved for use during stage one.
- The stage-one failover files are not present at the location you specified.

The content in ROM is video that shows a butterfly, and your DMP plays the video repeatedly in a loop that persists until one of the following occurs:

- Your DMP obtains the assets that it is scheduled to play.
- You use the “Stop All Applications” feature in DMM-DSM. See the “Using Advanced Tasks” topic in Chapter 3 of *User Guide for Cisco Digital Media Manager 4.1*.
- You restart or shut down your DMP.

The video clip in ROM has no other purpose than stage-two failover. You cannot change the stage-two failover content and you cannot delete it.

# Preconfiguring Your DMP To Run Without a Local DHCP Server

The factory default for every DMP is to obtain and use a dynamic IP address from a DHCP server at the deployment site. However, your DMP must have an assigned IP address even if you will use it at a site where there is no local DHCP server. In that case, you must preconfigure your DMP to use a static IP address before you can deploy it.

---

**Step 1** Use a composite video cable (yellow, red, white) to connect your DMP to a display.

**Step 2** Turn on the display, then do one of the following:

- Use a standard, category 5 (10/100) Ethernet cable to connect your DMP to a network segment that includes a DHCP server.
- Use an Ethernet crossover cable to connect your DMP directly to a DHCP server (and, if the DHCP server process is not running, start it now).

**Step 3** Connect the Cisco-provided power supply to your DMP.

You should see two lights through the front panel on your DMP chassis. The solid green light indicates that a power source is available. The solid red light indicates that your DMP is trying to obtain a DHCP address from the DHCP server. After your DMP obtains an IP address, the red light stops shining.

**Step 4** Make a note of the IP address that you see on the DMP display.

**Step 5** Point your browser to the IP address.



**Caution**

We recommend that you change the default username and password as soon as possible. If you do not change them, an unauthorized user can log in to your DMP and reconfigure it without your knowledge. In no event shall Cisco or its suppliers be liable for any indirect, special, consequential, or incidental damages arising out of your use of a weak password.

**Step 6** When prompted to log in, use **admin** as your username and **default** as your password.

Digital Media Player Device Manager (DMPDM) loads in your browser.



**Caution**

You must be careful to enter nothing except one dot between any two octets in the static, IPv4 *dot decimal* (sometimes called *dotted quad*) IP address. If you mistakenly enter anything other than one dot between any two octets, then apply and save what you mistakenly entered, your DMP might become unreachable.

**Step 7** To configure your DMP with the settings that it should use when it runs at the deployment site, do the following:

- a. From the DHCP list, select Disabled.
- b. In the IP Address field, enter the static IP address to use at the deployment site.



**Tip**

If your DMP uses a private IP address by way of NAT, enter its corresponding 1-to-1 public address, which is configured on the local router.

- c. In the Subnet Mask field, enter the netmask to use at the deployment site.
- d. In the Default Gateway field, enter the gateway to use at the deployment site.
- e. In the DNS Server IP Address field, enter the IP address of the DNS server to use at the deployment site.

**Step 8** Click **Apply**.

**Step 9** To save the configuration changes and use them at the deployment site, do the following:

- a. In the Administration list, click **Save Configuration**.
- b. When the Save Configuration page appears, click **Save**.

**Step 10** Ship or deliver the DMP to its deployment site, then attach it to its display, its local network segment, and its power source.

# Basic DMS Concepts and Vocabulary

DMS helps organizations of any size to create, manage, organize, and deliver video content (whether live or on-demand) and digital signage content over an IP network to any general or targeted audience. With DMS, you can:

- Communicate with targeted customers, investors, press, and analysts.
- Deliver live and on-demand events to audiences in any location.
- Deliver critical information and training to employees, suppliers, and partners.
- Deliver educational content to students.

To understand some of the most commonly used DMS terms, abbreviations, and initialisms, see *FAQs and Troubleshooting Guide for Cisco Digital Media System 4.x* on Cisco.com.







# CHAPTER 2

## Using DMPDM

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**Revised: May 23, 2008**

This chapter explains how to use DMPDM to configure and manage one DMP device in isolation and describes elements that you see in the DMPDM graphical user interface (GUI). Topics are organized in these sections:

- [Using One-Click Options for a DMP Display, page 2-1](#)
- [Configuring Settings, page 2-2](#)
- [Selecting the Content to Show, page 2-13](#)
- [Using Administrative Options, page 2-20](#)
- [Common Scenarios for Using DMPDM, page 2-23](#)
- [Viewing the Hardware and Firmware Versions for Your DMP, page 2-24](#)
- [Viewing the Cisco UDI for the DMP Model That You Use, page 2-24](#)

## Using One-Click Options for a DMP Display

The following topics tell you how and why to use the Show IP, Video, and Browser buttons in the DMPDM “DMP Mode” area:

- [Viewing the Assigned DMP IP Address, page 2-1](#)
- [Viewing Video Content in Full-Screen Mode, page 2-2](#)
- [Viewing HTML Content in Full-Screen Mode, page 2-2](#)

## Viewing the Assigned DMP IP Address

To see on your DMP display the specific IP address that your DMP received from the DHCP server, click [Show IP](#). If you have not yet obtained an IP address for your DMP, see *Quick Start Guide for Cisco Digital Media Player 4305G* to learn how to connect and set up your DMP.



### Note

If your DHCP server changes the IP address assignment for a centrally managed DMP while the DMP is running, instead of waiting for the DMP to restart, you must restart the DMP. Otherwise, you cannot use DMM-DSM to centrally manage that DMP.

## Viewing Video Content in Full-Screen Mode

To fill the screen on your DMP display with *only* the video content plane, click **Video**.

**Note**

You can show video content from any of three possible sources. See:

- [Showing or Stopping Video Content from a UDP Multicast Stream, page 2-13.](#)
- [Showing or Stopping Video Content from an HTTP URL, page 2-14.](#)
- [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-14.](#)

The HTML content plane is not shown.

## Viewing HTML Content in Full-Screen Mode

To fill the screen on your DMP display with *only* the HTML content plane (and show HTML or other browser-friendly content), click **Browser**. See [Specifying the URL to Show on the HTML Content Plane, page 2-16.](#)

The video content plane is not shown.

**Note**

To stop the full-screen presentation of browser content, click **Video**.

## Configuring Settings

DMPDM options in the “Settings” area are described in these topics:

- [Adjusting Basic Network Settings, page 2-2](#)
- [Adjusting Embedded Browser Settings, page 2-4](#)
- [Adjusting DMP Display Attributes Settings, page 2-6](#)
- [Enabling or Disabling Centralized Management, page 2-9](#)
- [Adjusting the Placement and Proportions of Content on a DMP Display, page 2-10](#)
- [Enabling or Disabling Types of Access to Your DMP, page 2-11](#)
- [Managing Permissions for Internal Storage, page 2-12](#)

## Adjusting Basic Network Settings

You can change simple network settings for your DMP.

- 
- |               |   |
|---------------|---|
| <b>Step 1</b> | In the Settings list, click <b>Basic</b> .  |
| <b>Step 2</b> | Enter or edit the required values, as described in <a href="#">Table 2-1</a> .  |
| <b>Step 3</b> | To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click <b>Apply</b> . |

After you click Apply, the entries or changes take effect. However, the previously defined values will return the next time that your DMP restarts.

**Step 4 (Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.

**Step 5** Restart your DMP. See [Restarting Your DMP, page 2-22](#).

**Table 2-1 GUI Elements on the Basic Page**

Element	Description
<b>Startup URLs</b>	
Video	<p>The URL or local path that points to an encoded digital video file that your DMP should load automatically and show immediately after every restart. (The video file must be encoded in a way that your DMP supports; see <a href="#">Limited Support for MPEG-4, page 1-6</a>.) The URL or pathname cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding. The value that you enter is case-sensitive.</p> <p>Supported transport protocols and URL types are as follows:</p> <ul style="list-style-type: none"> <li>• <b>http:</b>//&lt;ip_address&gt;/&lt;path_and_filename&gt;</li> <li>• <b>udp:</b>//&lt;ip_address_of_multicast_server&gt;/&lt;port_number&gt;</li> <li>• <b>file:</b>///tmp/ftproot/usb_1/&lt;path_and_filename&gt; —<b>For files on the internal SD memory card</b></li> <li>• <b>file:</b>///tmp/ftproot/usb_2/&lt;path_and_filename&gt; —<b>For files on a mounted USB flash drive</b></li> </ul> <p><b>Note</b> To simulate an audio-only file (given that we do not support their use directly), create an MPEG-2 file that contains all of the audio data that you want to play and contains just one frame of video data.</p>
Browser	<p>The HTTP URL of any document that the embedded browser should load automatically and show immediately after each restart. For example, the URL that you enter might point to an HTML page with an embedded Flash file that animates the logo for your organization. The URL cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding.</p> <p><b>Tip</b> We recommend that you do not point to any document or site that requires human interaction to be useful, interesting, or entertaining, because there is no keyboard or mouse that you can use to interact with what you show on your DMP display.</p>
<b>Network Configuration</b>	
DMP MAC Address	An uneditable representation of the MAC address that is associated with the NIC in your DMP.
Dynamic IP Addressing (DHCP)	<p>Indicates whether your DMP uses a static IP address or a dynamic IP address. Options in the list are as follows:</p> <ul style="list-style-type: none"> <li>• <b>Enabled</b> — Your DMP uses a dynamic IP address that it obtained from a DHCP server.</li> <li>• <b>Disabled</b> — Your DMP uses a static IP address.</li> </ul>
IP Address	<p>The IP address that is assigned to your DMP.</p> <p><b>Note</b> If your DHCP server changes the IP address assignment for a centrally managed DMP while the DMP is running, instead of waiting for the DMP to restart, you must restart the DMP. Otherwise, you cannot use DMM-DSM to centrally manage that DMP.</p>
Subnet Mask	The IPv4 netmask that the DMP-local network segment uses.

**Table 2-1** GUI Elements on the Basic Page (continued)

Element	Description
Default Gateway	The IP address that is assigned to whatever router provides outside network access to and from devices on the DMP-local network segment.
DNS Server IP Address	The IP address or routable DNS name that is assigned to the DNS server for the DMP-local network segment. We recommend that you enter the IP address, not the routable DNS name.
NAT IP Address	The globally routable IP address that DMM-DSM should use to manage your DMP, if your DMP has a private IP address due to network address translation (NAT).
<b>HTTP Proxy</b>	
Use HTTP Proxy	Indicates whether your DMP uses a proxy server. Select an option from the list: <ul style="list-style-type: none"> <li><b>Enabled</b>— Your DMP sends and receives HTTP traffic through the specified proxy.</li> <li><b>Disabled</b>— Your DMP does not use a proxy.</li> </ul>
Proxy Server IP Address	The proxy server IP address or routable DNS name. DMPDM ignores any address that you enter unless you selected Enabled from the HTTP Proxy list.
Port	The logical TCP port number through which the proxy server provides HTTP proxy services. DMPDM ignores any port that you enter unless you selected Enabled from the HTTP Proxy list.

## Adjusting Embedded Browser Settings

You can change how the embedded browser in your DMP operates in certain situations.

- 
- Step 1** In the Settings list, click **Browser**.
- Step 2** Enter or edit the required values, as described in [Table 2-2](#), then click **Apply**.
- Step 3** Select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- Step 4** Restart your DMP. See [Restarting Your DMP, page 2-22](#).
- 



**Table 2-2** GUI Elements on the Browser Page

Element	Description
<b>Browser</b>	
Preferred SWF File Transparency Source	<p><b>Note</b> We recommend that you do not change the factory default for this setting.</p> <p>Indicates which method determines the amount of transparency that your DMP applies to Flash content that you show on the HTML content plane.</p> <ul style="list-style-type: none"> <li><b>Browser</b>— Your selections while you were <a href="#">Adjusting the Transparency of the HTML Content Plane, page 2-15</a>, determine the amount of transparency for Flash content.</li> <li><b>SWF</b>— The author of any given Flash file determines the amount of transparency for that content element.</li> </ul>
Adobe Flash Player Plug-in Version	Indicates whether the browser should support Flash 6 or Flash 7. Our Flash support extends to SWF files only, not to FLV files. We do not support audio in SWF files.

**Table 2-2 GUI Elements on the Browser Page (continued)**

Element	Description
Screen Rotation Angle (clockwise)	<p>Indicates whether you have rotated the HTML content plane and shows the amount of rotation. You might choose to rotate the HTML content plane if you have rotated your DMP display.</p> <p>The rotation feature applies only to content that plays on the HTML content plane. To play video vertically, you must first encode it vertically.</p>
Browser Alpha Channel Transparency (0-255)	<p><b>Note</b> Although this setting might look identical to a setting described in the <a href="#">“Adjusting the Transparency of the HTML Content Plane”</a> section on page 2-15, they are different. You use <i>this</i> setting to configure transparency for the browser.</p> <p>The amount of transparency that you configure for all content that your DMP shows in the embedded browser. Values can range from 0 to 255, where:</p> <ul style="list-style-type: none"> <li>• <b>0</b>—Content in the browser is completely transparent.</li> <li>• <b>255</b>—Content in the browser is completely opaque.</li> </ul>
Splash Screen Display Time (milliseconds)	Indicates in milliseconds how long the splash screen persists on your DMP display when you start or restart your DMP.
Screen Resolution Autodetection (requires DMP Display Autodetection)	Indicates whether screen resolution detection is enabled. You can enable this feature only after you have enabled the feature to autodetect DMP display attributes (which is available from the DMP Display Attributes page). If you want to set the browser resolution manually, you must disable this feature.
Maximum Detected Screen Width (in pixels)	Indicates the HTML content pane width in pixels, if you are using the autodetected maximum width. Permitted values range from 640 to 1920. You might want to change this value if you know that your DMP display supports widths greater than the default value of 1366, but 1366 is the autodetected width. You can edit this value only if you selected Enabled from the Screen Resolution Autodetection list.
Maximum Detected Screen Height (in pixels)	Indicates the HTML content pane height in pixels, if you are using the autodetected maximum height. Permitted values range from 480 to 1080. You might want to change the value of you know that your DMP display supports heights greater than the default value of 768, but 768 is the autodetected height. You can edit this value only if you selected Enabled from the Screen Resolution Autodetection list.
HDMI-detected Screen Resolution (in pixels)	<p>Indicates in real time the width and height in pixels that the attached DMP display is showing, if you selected Enabled from the Screen Resolution Autodetection list and if your DMP uses an HDMI cable to attach to its DMP display.</p> <p><b>Tip</b> Cisco content creation guidelines for digital signage assume that the screen resolution width is 1366 pixels and the screen resolution height is 768 pixels. If the autodetected values are different than these, we strongly recommend that you:</p> <ol style="list-style-type: none"> <li>1. Select <b>DMP Display Attributes</b>.</li> <li>2. From the DMP Display Autodetection (requires HDMI) list, select <b>Disabled</b>.</li> <li>3. From the Display Standard list, select <b>VESA_1360x768x60</b>.</li> <li>4. From the Interface (DMP display output) list, select <b>HDMI</b>.</li> </ol> <p>These selections will apply 1360 and 768 as the width and height values to use, respectively, ensuring that your content for digital signage works as designed—despite the trivial 6-pixel deviation in the width value, as compared to the content creation guidelines.</p>

**Table 2-2** GUI Elements on the Browser Page (continued)

Element	Description
Custom Screen Width (in pixels)	 <p><b>Caution</b> If you will show content simultaneously on the HTML plane and the video plane, you must not enter any width that is greater than 1366 pixels.</p> <p>Indicates the HTML content pane width in pixels, if you are using a custom width. Permitted values range from 640 to 1920. You can edit this value only if you selected Disabled from the Screen Resolution Autodetection list.</p>
Custom Screen Height (in pixels)	 <p><b>Caution</b> If you will show content simultaneously on the HTML plane and the video plane, you must not enter any height that is greater than 768 pixels.</p> <p>Indicates the HTML content pane height in pixels, if you are using a custom height. Permitted values range from 480 to 1080. You can edit this value only if you selected Disabled from the Screen Resolution Autodetection list.</p>
Cache (only when Internal Storage Access Mode is “Read and Write”)	Indicates whether the browser is caching content to local storage on your DMP. Caching is possible only when you have selected the Read and Write option from the Internal Storage Access Mode list on the Internal Storage page.
Syslog	Indicates whether you have enabled the logging of system messages on your DMP.
Syslog Collector IP Address	The IP address of the device that should collect syslog messages from your DMP.
Failover URL	The URL for the content that your DMP will show during stage-one failover. If the value is wrong, you can edit it. If you edit it, your edits will not take effect until you restart your DMP. See <a href="#">Understanding Content Substitution (Failover)</a> , page 1-7.
Failover Timeout (in milliseconds)	The number of milliseconds that your DMP should wait after each failed attempt to load the content from a URL, before it tries again.
Maximum Number of Failover Attempts	The number of times that your DMP should try to load the content from a URL before it considers that URL to be unreachable.
Recovery URL	The URL to show immediately on a DMP display after its attached DMP restarts for any reason, unless other content is scheduled to be shown. If the value is wrong, you can edit it. If you edit it, your edits take effect as soon as you click Apply.
Recovery Timeout (in milliseconds)	The maximum number of seconds that your DMP will wait for a response from the server that you identify in the Recovery URL field.

## Adjusting DMP Display Attributes Settings

You can configure DMP to optimize content for transmission to your particular DMP display.

- 
- Step 1** In the Settings list, click **DMP Display Attributes**.
- Step 2** Enter or edit the required values, as described in [Table 2-3](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.

After you click Apply, the entries or changes take effect. However, the previously defined values will return the next time that your DMP restarts.

- Step 4** (Optional) To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.

### Example Settings

*If you use a composite/S-Video cable to connect your DMP to an ordinary television:*

- Display Standard—NTSC\_M
- Display Output Interface—Composite/S-Video
- Color Space—None
- Color Component Order—RGB

*If you use an HDMI cable to connect your DMP to a 1920 x1200 LCD television:*

- Display Standard—VESA\_1920x1200x60RB
- Display Output Interface—HDMI
- Color Space—RGB\_16\_235
- Color Component Order—RGB

**Table 2-3** GUI Elements on the DMP Display Attributes Page

Element	Description
<b>DMP Display Attributes</b>	
DMP Display Autodetection (requires HDMI)	Indicates whether you have enabled automated detection of the DMP display type.
Autodetection Status	Indicates whether autodetection succeeded.
Frame Rate	Indicates whether your display uses PAL (50 Hz) or NTSC (60 Hz). Most displays that support HDMI connections also support both the PAL and NTSC frame rate standards. If you select the wrong value, image quality is degraded.
Composite Display Standard	<p>The possible values are:</p> <ul style="list-style-type: none"> <li>• NTSC_M</li> <li>• NTSC_M_Japan</li> <li>• PAL_60</li> <li>• PAL_M</li> <li>• NTSC_M_Japan_714</li> <li>• NTSC_M_714</li> <li>• PAL_60_714</li> <li>• PAL_M_714</li> <li>• PAL_BG</li> <li>• PAL_BG_702</li> </ul>

**Table 2-3 GUI Elements on the DMP Display Attributes Page (continued)**

Element	Description
Display Standard	The name of the standard that your DMP display uses. Generally, this attribute names the manufacturer and the type of display (such as plasma or LCD), in combination with other information. To learn which option is the correct one for you to select, see the manual that came with your DMP display.
Interface (DMP display output)	<p>The type of video cable that connects your DMP to your DMP display. The options are:</p> <ul style="list-style-type: none"> <li>• <b>Composite/S-Video</b>—Either of these: <ul style="list-style-type: none"> <li>– <b>Composite</b>—Analog cable that binds three wires together and terminates in three separate plugs. There is one plug <i>each</i> for: <ul style="list-style-type: none"> <li>~ The video signal.</li> <li>~ Signals in the left audio channel.</li> <li>~ Signals in the right audio channel.</li> </ul> </li> <li>– <b>S-Video</b>—Analog cable with a 4-pin connector. Transmits separate standard-definition video signals for brightness and color.</li> </ul> </li> <li>• <b>HDMI</b>—Digital cable with a 19-pin connector. Transmits standard-, enhanced-, or high-definition video signals uncompressed and transmits multi-channel digital audio signals.</li> </ul> <p><b>Note</b> You must use a composite/RCA cable for the left and right audio channels if you use HDMI-to-DVI for the video signal.</p>
Color Space	<p>The absolute color space that your DMP display uses. To learn which option is the correct one for you to select, see the manual that came with your DMP display. The options are:</p> <ul style="list-style-type: none"> <li>• None</li> <li>• RGB_16_235</li> <li>• RGB_0_255</li> <li>• YUV_601</li> <li>• YUV_709</li> </ul>
Color Component Order	<p>The order in which to store red, green, and blue data if you selected RGB as the color space. The color component order is sometimes also known as a left-to-right additive color model. Most modern displays use RGB. To learn which option is the correct one for you to select, see the manual that came with your DMP display. The options are:</p> <ul style="list-style-type: none"> <li>• RGB</li> <li>• RBG</li> <li>• GRB</li> <li>• GBR</li> <li>• BRG</li> <li>• BGR</li> </ul>
Brightness	The setting that compensates for any deficiencies in the on-screen brightness of your DMP display. Brightness compensation values can range from –128 to 127.
Contrast	The setting that compensates for any deficiencies in the on-screen contrast of your DMP display. Contrast compensation values can range from 0 to 255.
Saturation	The setting that compensates for any deficiencies in the on-screen color saturation of your DMP display. Saturation compensation values can range from 0 to 255.



**Table 2-3** GUI Elements on the DMP Display Attributes Page (continued)

Element	Description
Audio Channel Volume (left)	<p>The setting to control how loudly or softly your DMP delivers (to its attached DMP display) the sound from the relevant audio channel. Volume can range from 0 to 100, where 0 is silent. This is separate from the volume setting for the DMP display, which you might adjust with a remote control.</p> <ul style="list-style-type: none"><li>• If you set the volume to 0 <i>on your DMP</i>, you cannot compensate for the silence by adjusting the volume setting on your DMP display. Instead, you must set an audible volume on the DMP.</li><li>• If you set the volume to 0 <i>on your DMP display</i>, you cannot compensate for the silence by adjusting the volume setting on your DMP. Instead, you must set an audible volume on the DMP display.</li></ul>
Audio Channel Volume (right)	
HDMI Display Information	
Manufacturer	Shows the manufacturer name and the year in which your DMP display was manufactured. Blank if you used any interface except HDMI to connect your DMP to its DMP display, or if HDMI autodetection failed. You cannot edit this value.
Description	Shows the native resolution (width and height in pixels), the scan type (progressive or interlace), and the frame rate in Hz. The value is blank if you used any interface except HDMI to connect your DMP to its DMP display, or if HDMI autodetection failed. You cannot edit this value.
Version	Shows the version number of the EDID protocol or the CEA protocol by which autodetection occurred. Blank if you used any interface except HDMI to connect your DMP to its DMP display, or if HDMI autodetection failed. You cannot edit this value.
Connector Type	Shows the connector type (HDMI or DVI) that is in use. Blank if you used any interface except HDMI to connect your DMP to its DMP display, or if HDMI autodetection failed. You cannot edit this value.
Supported Standards	Shows all of the standards that your DMP display supports and shows which standard you selected. Blank if you used any interface except HDMI to connect your DMP to its DMP display, or if HDMI autodetection failed. You cannot edit this value.

## Enabling or Disabling Centralized Management

You can enable a remote DMM appliance to manage your DMP as part of a digital signage network.

- 
- Step 1** In the Settings list, click **Centralized Management**.
- Step 2** Enter or edit the required values, as described in [Table 2-4](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.
- After you click Apply, the entries or changes take effect. However, the previously defined values will return the next time that your DMP restarts.
- Step 4** **(Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
-

**Table 2-4** GUI Elements on the Centralized Management Page

Element	Description
<b>Centralized Management</b>	
DMM-DSM Server Timeout (in seconds)	The maximum number of seconds that your DMP will wait for a response from the DMM appliance that you identify in the DMM Host text box.
DMM Appliance IP Address	The IP address or routable DNS name of the one DMM appliance that your DMP trusts.

## Adjusting the Placement and Proportions of Content on a DMP Display

You can adjust the proportions, horizontal position, and vertical position of content that you show on a DMP display.

- 
- Step 1** In the Settings list, click **DMP Display Dimensions**.
- Step 2** Enter or edit the required values, as described in [Table 2-5](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.
- After you click Apply, the entries or changes take effect. However, the previously defined values will return the next time that your DMP restarts.
- Step 4** **(Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- 

**Table 2-5** GUI Elements on the DMP Display Dimensions Page

Element	Description
<b>DMP Display Dimensions</b>	
DMP Display X Axis (abscissa) Center Point (in relative units)	<p>The absolute center point of your DMP display, as measured from left to right (on the <i>x</i>-axis), in pixels.</p> <ul style="list-style-type: none"> <li>Reduce the value to move displayed content closer to the left edge.</li> <li>Increase the value to move displayed content closer to the right edge.</li> </ul>
DMP Display Y Axis (ordinate) Center Point (in relative units)	<p>The absolute center point of your DMP display, as measured from top to bottom (on the <i>y</i>-axis), in pixels.</p> <ul style="list-style-type: none"> <li>Reduce the value to move displayed content closer to the top edge.</li> <li>Increase the value to move content closer to the bottom edge.</li> </ul>

**Table 2-5 GUI Elements on the DMP Display Dimensions Page (continued)**

Element	Description
Displayable Width (in relative units)	<p>The total width in pixels of your DMP display. The maximum value is 4096 pixels.</p> <ul style="list-style-type: none"> <li>• Reduce the value to reduce the width of displayed content.</li> <li>• Increase the value to increase the width of displayed content.</li> </ul>
Displayable Height (in relative units)	<p>The total height in pixels of your DMP display. The maximum value is 4096 pixels.</p> <ul style="list-style-type: none"> <li>• Reduce the value to reduce the height of displayed content.</li> <li>• Increase the value to increase the height of displayed content.</li> </ul>

## Enabling or Disabling Types of Access to Your DMP

You can enable or disable various kinds of administrative access to your DMP.

- 
- Step 1** In the Settings list, click **Management Services**.
- Step 2** Enter or edit the required values, as described in [Table 2-6](#), then click **Apply**.
- Step 3** Select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- Step 4** Restart your DMP. See [Restarting Your DMP, page 2-22](#).
- 



**Note**

If you use the FTP service to save a file to `/tmp/ftproot/`, the file will be deleted automatically the next time your DMP restarts. If you want the file to persist, upload it to `/tmp/ftproot/usb_1/`, instead.

**Table 2-6 GUI Elements on the Management Services Page**

Element	Description
<b>Management Services</b>	
Enable Cisco TAC Troubleshooting Access	<p>Indicates whether DMP login access is enabled or disabled for Cisco technical support staff.</p> <ul style="list-style-type: none"> <li>• <b>Enabled</b>— Your DMP allows Cisco technical support staff to log in.</li> <li>• <b>Disabled</b>— Your DMP <i>does not</i> allow Cisco technical support staff to log in.</li> </ul> <p>This feature is enabled by default but, in most cases, we do not support any use of this feature by anyone except a Cisco employee.</p> <p><b>Note</b> This feature must be enabled during firmware upgrades. For information about upgrading your DMP firmware, see <a href="#">Upgrading the DMP Firmware, page 2-22</a>.</p>

**Table 2-6 GUI Elements on the Management Services Page (continued)**

Element	Description
Event Notifications	<p>Indicates whether you enabled or disabled the feature to send event notification messages to one, trusted DMM appliance that you can choose.</p> <ul style="list-style-type: none"> <li>• <b>Enabled</b>— Your DMP sends notification messages.</li> <li>• <b>Disabled</b>— Your DMP <i>does not</i> send notification messages.</li> </ul> <p>For more information about centralized management, see <a href="#">Enabling or Disabling Centralized Management, page 2-9</a>.</p>
FTP Server	<p>Indicates whether you enabled or disabled the feature to run an FTP server from your DMP. You might enable the FTP service temporarily, for example, when you want to create a local copy on your DMP of a content file that you stored at a remote site.</p> <p><b>Note</b> We recommend that you disable the FTP service when you do not plan to use it.</p>

## Managing Permissions for Internal Storage

You can set the permissions for internal storage in your DMP.

- 
- Step 1** In the Settings list, click **Internal Storage**.
- Step 2** View or edit the values, as described in [Table 2-7](#), then click **Apply**.
- After you click Apply, the entry or change takes effect. However, the previously defined value will return the next time that your DMP restarts.
- Step 3** (**Optional**) To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- It is not necessary to restart your DMP.
- 

**Table 2-7 GUI Elements on the Internal Storage Page**

Element	Description
Present	<p>Indicates whether the internal SD card is present.</p> <p><b>Note</b> This value does not indicate anything about the presence of any external USB flash drives or USB hard drives that you might have mounted.</p>
Access Mode	Indicates whether the internal SD card is writable or if it is read-only.
Capacity (in megabytes)	<p>Shows the total capacity:</p> <ul style="list-style-type: none"> <li>• For a DMP 4300G—960</li> <li>• For a DMP 4305G—1,931</li> </ul>
Free Space (in megabytes)	Shows the total free space.

# Selecting the Content to Show

**Note**

If you enter URLs for both video content and browser content, the actual result depends on a combination of these factors:

- Whether you click **Video** or **Browser** (to show only that one kind of content). See [Using One-Click Options for a DMP Display, page 2-1](#).
- What height and width values you enter for the embedded browser. See [Adjusting Embedded Browser Settings, page 2-4](#).
- What amount of transparency you assign to the HTML plane. See [Adjusting the Transparency of the HTML Content Plane, page 2-15](#)

URLs cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding.

Topics in this section explain how you can select the video or web-based content to show on your DMP display and how you can show both kinds of content simultaneously.

- [Showing or Stopping Video Content from a UDP Multicast Stream, page 2-13](#)
- [Showing or Stopping Video Content from an HTTP URL, page 2-14](#)
- [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-14](#)
- [Adjusting the Transparency of the HTML Content Plane, page 2-15](#)
- [Specifying the URL to Show on the HTML Content Plane, page 2-16](#)
- [Supported Fonts, page 2-17](#)

## Showing or Stopping Video Content from a UDP Multicast Stream

To show on your DMP display the video content from a UDP multicast stream, or to stop showing that video content, do the following:

- 
- Step 1** In the Display Actions list, click **Video Multicast**.
- Step 2** Enter or edit the required values, as described in [Table 2-8](#).
- Step 3** Do one of the following:
- To start showing the video content immediately, click **Start**.
  - To stop showing the video content immediately, click **Stop**.
-

**Table 2-8** GUI Elements on the Video Multicast Page

Element	Description
<b>Video Multicast</b>	
Multicast Group IP Address	<p>The IP address:</p> <ul style="list-style-type: none"> <li>To which the encoder or streaming server must send content.</li> <li>From which all client systems will receive the UDP multicast stream.</li> </ul>
Port Number	The logical port on your DMP that receives the stream.

## Showing or Stopping Video Content from an HTTP URL

To show on your DMP display the video content from an HTTP URL, or to stop showing that video content, do the following:

- 
- Step 1** In the Display Actions list, click **Video URL**.
- Step 2** Enter or edit the required values, as described in [Table 2-9](#).
- Step 3** Do one of the following:
- To start showing the video content immediately, click **Start**.
  - To stop showing the video content immediately, click **Stop**.

There might be a delay of as long as 3 seconds.

---

**Table 2-9** GUI Elements on the Video URL Page

Element	Description
<b>Video URL</b>	
URL	The HTTP URL. You can enter either an IP address or a routable DNS name for the server and must also enter the full pathname that points exactly to the video file on that server. The URL cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding. If the HTTP service runs on a nonstandard logical port, use the typical method (:80, for example) to include a port number in the URL.

## Showing or Stopping Video Content from a File Stored on Your DMP

To show on your DMP display the video content from a file that you stored locally on your DMP—whether it is stored on the internal SD card or on an external USB flash drive or USB hard drive that you mounted—or to stop showing that video content, do the following:

- 
- Step 1** In the Display Actions list, click **Play Video File Stored Locally**.
- Step 2** Enter or edit the required values, as described in [Table 2-10](#).

- Step 3** Do one of the following:
- To start showing the video content immediately, click **Start**.
  - To stop showing the video content immediately, click **Stop**.

**Table 2-10** GUI Elements on the Play Video File Stored Locally Page

Element	Description
<b>Play Video File Stored Locally</b>	
Local Storage Path	<p>The local path to the video file:</p> <ul style="list-style-type: none"> <li>• For a file that is stored on the Secure Digital (SD) flash memory card inside your DMP, the pathname starts with: <b>/tmp/ftproot/usb_1/</b>.</li> <li>• For a file that is stored on an external USB flash drive that you attached to your DMP, the pathname starts with: <b>/tmp/ftproot/usb_2/</b>.</li> </ul> <p><b>Note</b> Cisco has completed tests with 2 GB USB flash drives for this purpose and they work as described. However, we have not tested any flash drives that have a storage capacity any greater than 2 GB. In addition, we have not tested any other USB storage medium. We recommend that you do not use any USB flash drive that has a storage capacity any greater than 2 GB and we recommend that you do not use any other USB storage medium.</p>

## Adjusting the Transparency of the HTML Content Plane

You can make the HTML content plane more or less transparent in relation to the always-opaque video content plane under it.

- Step 1** In the Display Actions list, click **Transparency**.
- Step 2** Enter or edit the required values, as described in [Table 2-11](#).
- Step 3** To confirm that you are satisfied with the entry or change that you made and to record it in volatile memory, click **Apply**.
- After you click Apply, the entry or change takes effect. However, the previously defined value will return the next time that your DMP restarts.
- Step 4** **(Optional)** To put all values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.

**Table 2-11** GUI Elements on the Transparency Page

Element	Description
<b>Transparency</b>	
Browser Alpha Channel Transparency/Opacity (0-255)	<p><b>Note</b> Although this setting might look identical to a setting described in the “<a href="#">Adjusting Embedded Browser Settings</a>” section on page 2-4, they are different. You use <i>this</i> setting to configure transparency for the HTML content plane.</p> <p>The amount of transparency that you configure for all content that your DMP shows on the HTML plane. The HTML plane and the video plane can overlap and you will see the video content plane <i>through</i> the HTML content pane if both of the following are true:</p> <ul style="list-style-type: none"> <li>You show video content and HTML content simultaneously.</li> <li>The HTML content plane touches any of the same <i>x</i>-axis and <i>y</i>-axis coordinates that the video content plane touches.</li> </ul> <p>Values can range from 0 to 255, where:</p> <ul style="list-style-type: none"> <li><b>0</b>—The HTML content plane is completely hidden and only the video content plane is visible.</li> <li><b>128</b>—The HTML plane overlays the video plane and content is equally visible on both planes.</li> <li><b>255</b>—The video content plane is completely hidden and only the HTML content plane is visible.</li> </ul> <p><b>Note</b> If the HTML content plane contains a graphic that is already partially transparent in its own right (so that, for example, its rounded edges look smooth against the background color), that kind of transparency pertains only to interaction between that graphic and other objects on the same plane. If you then change the Browser Transparency value to 255, for example, that does not mean you will be able to see the video plane through the partially transparent graphic on the HTML content plane; in that case, the video plane is still completely hidden, as expected.</p>

## Specifying the URL to Show on the HTML Content Plane

You can load a web page or other content on the HTML content plane.

- 
- Step 1** In the Display Actions list, click **URL to be Displayed**.
- Step 2** Enter or edit the HTTP URL, as described in [Table 2-12](#), then click **Go**.
- Step 3** **(Optional)** To stop showing the specified content, do one of the following:
- Click **Video**.
  - Enter an HTTP URL that points to different content, then click **Go**.
- 

The HTTP URL that you enter persists until you use this procedure again to enter a different URL or until the next time that you restart your DMP. You cannot save the URL entry so that it persists after a restart.



**Table 2-12** *GUI Elements on the URL to be Displayed Page*

Element	Description
<b>URL To Be Displayed</b>	
URL	The HTTP URL that loads a web page (or other content) on the HTML content plane. The URL cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding.

## Supported Fonts

The browser that is preinstalled on DMPs supports some bitmap fonts and some TrueType fonts. The browser will substitute an installed font for any unsupported font.

**Note**

Other typographic representations that you might show on a DMP display, such as the opening titles for a theatrical film, do not require that any font be installed. Similarly, when a font is embedded within a Flash file that you show, the Flash file will load correctly even if the corresponding font is not installed on your DMP.

- [Supported X11 Bitmap Fonts, page 2-18](#)
- [Supported TrueType Fonts, page 2-19](#)

## Supported X11 Bitmap Fonts

These X11 bitmap fonts are preinstalled as part of this release:

Foundry	Family Name	Weight Name	Slant	Setwidth Name	Add Style Name	Pixel Size	Point Size	Resolution X	Resolution Y	Spacing	Average Width	Charset Registry	Charset Encoding
adobe-	helvetica-	bold-	r-	normal-	-	0-	0-	75-	75-	p-	0-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	12-	120-	75-	75-	p-	70-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	14-	140-	75-	75-	p-	82-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	18-	180-	75-	75-	p-	103-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	24-	240-	75-	75-	p-	138-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	0-	0-	75-	75-	p-	0-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	12-	120-	75-	75-	p-	79-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	14-	140-	75-	75-	p-	92-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	18-	180-	75-	75-	p-	120-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	24-	240-	75-	75-	p-	152-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	7-	50-	100-	100-	c-	50-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	7-	70-	75-	75-	c-	50-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	8-	60-	100-	100-	c-	50-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	8-	80-	75-	75-	c-	50-	iso646.1991-	irv
misc-	fixed-	medium-	r-	normal-	-	8-	80-	75-	75-	c-	50-	iso8859-	1

- 5x7
- 5x8
- 6x13
- cursor
- fixed

## Supported TrueType Fonts

These TrueType fonts are preinstalled as part of this release:

Name	Filename	Typographic Sample
Vera Sans	Vera.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&
Vera Sans Bold	VeraBd.ttf	<b>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890</b>
Vera Sans Bold Oblique	VeraBI.ttf	<b><i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890</i></b>
Vera Sans Oblique	VeraIt.ttf	<i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&amp;</i>
Vera Sans Mono	VeraMono.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&* ( )
Vera Sans Mono Bold	VeraMoBd.ttf	<b>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&amp;* ( )</b>
Vera Sans Mono Bold Oblique	VeraMoBI.ttf	<b><i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&amp;* ( )</i></b>
Vera Sans Mono Oblique	VeraMoIt.ttf	<i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&amp;* ( )</i>
Vera Serif	VeraSe.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$
Vera Serif Bold	VeraSeBd.ttf	<b>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890</b>

# Using Administrative Options

Topics in this section explain administrative tasks in DMPDM:

- [Editing the DMPDM User Account, page 2-20](#)
- [Editing the DMP Service \(ftp\) User Account, page 2-20](#)
- [Saving Settings That You Configured, page 2-21](#)
- [Restoring Factory Default Settings, page 2-21](#)
- [Restarting Your DMP, page 2-22](#)
- [Upgrading the DMP Firmware, page 2-22](#)

## Editing the DMPDM User Account

You can change the username, the password, or both, that you use when you log in to DMPDM.

- 
- Step 1** In the Administration list, click **DMP Web Account**.
- Step 2** Enter or edit the required values, as described in [Table 2-13](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.
- After you click Apply, the entries or changes take effect. However, the previously defined values will return the next time that your DMP restarts.
- Step 4** (**Optional**) To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- 

**Table 2-13** GUI Elements on the DMP Web Account Page

Element	Description
<b>DMP Web Account</b>	
User Name	The login name for DMPDM.
Password	The password that is associated with the DMPDM username. You must enter the password two times on the DMP Web Account page to confirm that you typed it correctly.
Repeat Password	

## Editing the DMP Service (ftp) User Account

If you configured your DMP to run the FTP service, you can create a user account with FTP login privileges. For information about enabling the FTP service, see [Enabling or Disabling Types of Access to Your DMP, page 2-11](#).

- 
- Step 1** In the Administration list, click **DMP Service Account**.
- Step 2** Enter or edit the required values, as described in [Table 2-14](#), then click **Apply**.

After you click Apply, the entries or changes take effect. However, the previously defined values will return the next time that your DMP restarts.

- Step 3** (Optional) To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.

**Table 2-14** GUI Elements on the DMP Service Account Page

Element	Description
<b>FTP Server Account</b>	
User Name	The login name for the DMP Service user account. The factory default is to use the login name <b>ftp</b> .
Password	The password that is associated with the DMP Service account login name. The factory default is to use the password <b>admin</b> , but we warned you to change it when you first set up your DMP. See <i>Quick Start Guide for Cisco Digital Media Player 4305G</i> on Cisco.com.  You must enter the password two times on the FTP Server Account page—one time apiece in each of these fields—to confirm that you typed it correctly.
Repeat Password	

## Saving Settings That You Configured

You can save every change that you made to the values for every option in DMPDM since the last time that you clicked Save or the last time that you restarted the DMP.

- Step 1** In the Administration list, click **Save Configuration**.
- Step 2** When the Save Configuration page appears, click **Save**.
- The saved configuration persists even after your DMP restarts.



### Note

Changes to some DMP configuration settings do not take effect until after the DMP restarts. Check the instructions for a procedure to see if you must restart your DMP after you change a setting.

## Restoring Factory Default Settings

You can restore factory settings to your DMP.



### Caution

When you restore the factory settings to your DMP, you delete every setting that you have configured. If you delete your settings accidentally, you must reenter every value manually.

- Step 1** In the Administration list, click **Restore Default Settings**.
- Step 2** When the Restore Default Settings page appears, click **Restore**.
- Your DMP restarts automatically and its factory settings are restored.

- Step 3** (Optional) If you will deploy your DMP at a site where there is no local DHCP server, complete the “[Preconfiguring Your DMP To Run Without a Local DHCP Server](#)” procedure on page 1-7.
- Step 4** Log in with the factory default username **admin** and the factory default password **default**.
- Step 5** Reconfigure your DMP and change its default passwords. See *Quick Start Guide for Cisco Digital Media Player 4305G*.
- 

## Restarting Your DMP

You can restart your DMP.

- 
- Step 1** In the Administration list, click **Restart DMP**.
- Step 2** When the Restart DMP page appears, click **Restart**.
- 

## Upgrading the DMP Firmware

You can install an update to the firmware for your DMP.

### Before You Begin

Do the following:

- To check for the availability of DMP firmware updates and to learn about any possible effects from them on the operation of your digital signage network, log in to your Cisco.com account, then go to <http://www.cisco.com/cgi-bin/tablebuild.pl/dms>. You can download an update and use it if it meets your requirements.
- Confirm that the “Enable Cisco TAC Troubleshooting Access” feature is enabled. For information about this feature, see [Enabling or Disabling Types of Access to Your DMP](#), page 2-11. If you see that the feature has been disabled and you then enable it, you must restart your DMP before the change can take effect.

- 
- Step 1** In the Administration list, click **Upgrade Firmware**.
- Step 2** When the Upgrade Firmware page appears, click **Browse**, navigate to the binary file that contains the firmware update, then select that binary file.
- Step 3** Click **Start Upgrade**.



### Note

Until messages in DMPDM tell you that your DMP has loaded the firmware image and started to burn it, do not click any link or button to move away from this page. If you move to any other page before your DMP tells you that it has started to burn the upgraded firmware image, the upgrade does not occur.

---

**Table 2-15** GUI Elements on the Upgrade Firmware Page

Field	Description
<b>Upgrade Firmware</b>	
Image File	The full pathname to the binary file. If you do not know the full pathname, click <b>Browse</b> .
<b>Upgrade Status</b>	
Status	Indicates whether a firmware upgrade is in progress: <ul style="list-style-type: none"> <li>• <b>Firmware upgrade not active</b>—There is no upgrade in progress.</li> <li>• <b>Burn in progress</b>—An upgrade is in progress.</li> </ul>
Progress	Status indicator for an upgrade in progress.

## Common Scenarios for Using DMPDM

This section describes common scenarios for using DMPDM:

- [Showing Content Files That Are Stored on the SD Card, page 2-23](#)
- [Showing Content Files That Are Stored on a USB Flash Drive, page 2-24](#)

### Showing Content Files That Are Stored on the SD Card

You can upload supported file types to the SD card in your DMP, then show them on the attached DMP display.



#### Caution

If you upload files to the `/tmp/ftproot` subdirectory instead of using `/tmp/ftproot/usb_1`, performance might be degraded temporarily. To restore your DMP to its normal operating condition, unplug it, wait 15 seconds, then plug it in again. (This method deletes the files that you uploaded.)



#### Note

The total amount of available space for local file storage on the SD memory card is:

- For a DMP 4300G—1 GB.
- For a DMP 4305G—2 GB.

If you will use DMM-DSM to show an asset in a presentation, the filesize limit is:

- For a DMP 4300G—1.9 GB.
- For a DMP 4305G—3.8 GB.

For purposes of [stage-one failover](#), the combined size of all files cannot exceed:

- For a DMP 4300G—900 MB.
- For a DMP 4305G—1.75 GB.

- 
- Step 1** Enable FTP access. See [Enabling or Disabling Types of Access to Your DMP, page 2-11](#).
  - Step 2** Configure login credentials for the FTP user account, then use an FTP client to log in to your DMP. See [Editing the DMP Service \(ftp\) User Account, page 2-20](#).
  - Step 3** Upload the media files to the `/tmp/ftproot/usb_1` subdirectory on your DMP.
  - Step 4** Show the media files on the attached DMP display. See [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-14](#).
- 

## Showing Content Files That Are Stored on a USB Flash Drive

You can save supported media files to a USB flash drive, attach that drive to your DMP, then show the files on the attached DMP display.



### Note

Cisco has completed tests with 2 GB USB flash drives for this purpose and they work as described. However, we have not tested any flash drives that have a storage capacity any greater than 2 GB. In addition, we have not tested any other USB storage medium. We recommend that you do not use any USB flash drive that has a storage capacity any greater than 2 GB and we recommend that you do not use any other USB storage medium.

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- 
- Step 1** Move copies of the relevant media files from their source device to the root level of the USB flash drive that you will use.
  - Step 2** Unmount the USB flash drive from the source device, then attach it to your DMP.
  - Step 3** Show the media files on the attached DMP display. See [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-14](#).
- 

## Viewing the Cisco UDI for the DMP Model That You Use

To see the Unique Device Identifier that Cisco has assigned to your DMP model, click **Unique Device Identifier (UDI)**. You cannot change the information.

## Viewing the Hardware and Firmware Versions for Your DMP

To see information about your DMP, click **Hardware and Firmware Versions**. You cannot change the information.